



#### HOW TO PLAY "ZOAR"

- -The year is 2020 AD
- -"ZOAR" is one of the last survivors of Federation defenses. HE is the best pilot in the swiftist and most deadly aircraft in a future world.
- -"ZOAR" is flying an aircraft that will give you 3-dinensional play. The joy stick moves the craft from left to right and raises or lowers altitude.
- -The LOWER ZOAR flies the faster he attacks.
- -The fire button will shoot rockets at the Dynasty airships. They, too, are changing altitude.
- -The bomb button will destroy Dynasty vessels and ground installations.
- -TOUCH landing strip for extra points!
- -USE accelerate button for additional speed.

Large Red Airship--500 points

Small Airship --300 points

PT Boats -- 80 points

Submarine --100 points

Destroyer --100 points

Aircraft Carrier --500 points

Control Tower -- 50 points
Missile Launcher -- 80 points
Fuel Dump --150 points
Missile Silo --300 points

## I. POWER SUPPLY

+5V 5A

+12V 1A (INCLUSIVE OF AUDIO AMP.)

### II. CRT MONITOR

1) COLOR SIGNAL R.G.B. SEPARATION
BALCK ...... 0 - +2V

IMAGE SIGNAL ..... +2.5V - +4V

2) SYNCHRONIZE SIGNAL .... COMPOSITE

 $0 \dots 0.5V$ 

1 ..... +3V - +5V

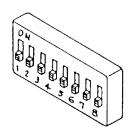
3) SCREEN IMAGE SIZE

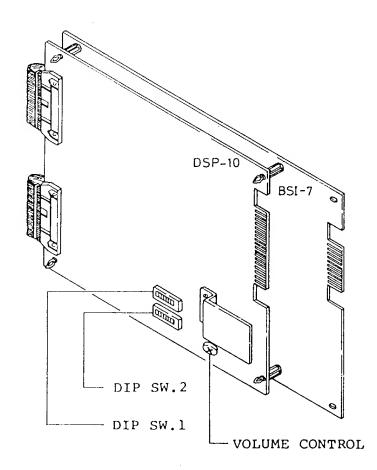
IMAGE CAN BE SHRUNK BOTH HORIZONTALLY & VERTICALLY BY 10%. ADJUST MONITOR TO WIDEN THE SCREEN IMAGE.

## III VOLUME CONTROL

INCREASE



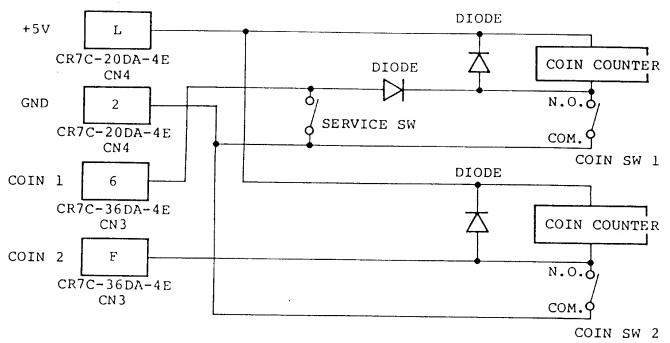




# TV. EXAMPLE OF STANDARD CONNECTION

Terminal Nos.

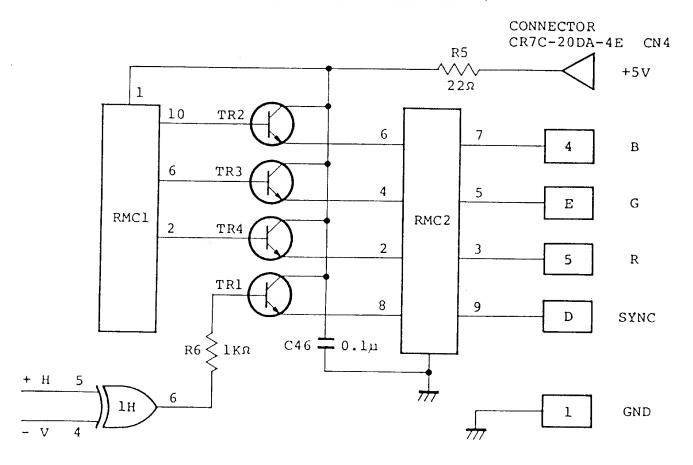
1) TWO(2) COIN SWITCHES CAN BE INSTALLED.

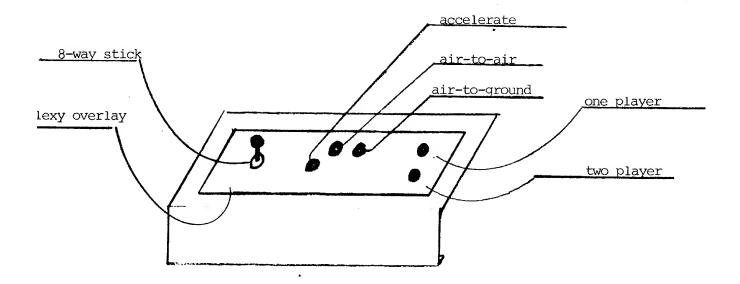


#### 2) MONITOR CONNECTION

MONITOR IN-PUT COMPOSITE SIGNALS-HORIZ/VERT ON +5V CIRCUIT CAN BE CONNECTED.

CIRCUIT DIAGRAM OF EACH SIGNAL SHOWN BELOW.





\* be certain that dip switch settings are correctly resitioned since there is an unused option to eliminate the accelerate button and separate air-to-air /air-to-ground buttons.

| 8 way stick |               |  |  |  |  |  |  |
|-------------|---------------|--|--|--|--|--|--|
| LEVER       | PLAYERS CRAFT |  |  |  |  |  |  |
| left        | left          |  |  |  |  |  |  |
| right       | right         |  |  |  |  |  |  |
| up          | low           |  |  |  |  |  |  |
| down        | high          |  |  |  |  |  |  |

- \* FOR COCKTAIL TABLE: up/down movement is reversed when #7 key on dip switch #1 is turned off.
- \* Accelerate button allows swifter left/right and high/low movement.
- \* air-to-air button shoots opposing airplanes
- \* air-to-ground button bombs ships & ground targets.



DIP SWITCH SETTINGS

|   | DIP SWITCH I                           |              |        |        |        |                  | DIP SWITCH II |                  |       |         |           |  |
|---|--|--------------|--------|--------|--------|------------------|---------------|------------------|-------|---------|-----------|--|
| 1 | COIN SELECTOR 1                        |              |        |        |        | ı                | 1 OFF         |                  | ON    |         | ACCREDITE |  |
| _ | 1                                      | OFF          | ON     | OFF    | ON     |                  | 3             |                  | 5     | A       | IRCRAFT   |  |
| 2 | 2                                      | OFF          | OFF    | ON     | ON     | i. mi            |               | *******          |       |         |           |  |
|   | Coin 1 1 1 2                           |              |        |        |        |                  | BONUS POINTS  |                  |       |         |           |  |
|   | Credit                                 | 1            | 2      | 3      | 1      | 2                | 2             | OFF              | ON    | OFF     | ON        |  |
|   |  |              | -1 (   |        |        |                  | 3             | OFF              | OFF   | ON      | ON        |  |
| 3 | COIN SELECTOR 2                        |              |        |        |        | 3                |               | 5000<br>PTS      | 10000 |         |           |  |
| ; | 3                                      | OFF          | ON     | OFF    | ON     | Ì                |               | PTS              | PTS   | PTS     | PTS       |  |
| 4 | 4                                      | OFF          | OFF    | ON     | ON     |                  |               |                  |       |         |           |  |
|   | Coin                                   | 1            | 1      | 1      | 2      |                  |               | OFF              |       | ON      |           |  |
| : | Credit                                 | 1            | 2      | 3      | 1      | 4                |               | EASY             | D:    | IFFICU: | LT        |  |
| • |  |              |        |        |        | ON               |               |                  |       |         |           |  |
| 5 | OFF                                    | DON'T CHANGE |        |        |        | 5                |               |                  | P     | ANEL B  |           |  |
|   | ······································ |              |        |        |        | -                |               | ,                |       |         |           |  |
| 6 | OFF                                    | DON'T CHANGE |        |        | 6      |                  | OFF           | DON'T CHANGE     |       |         |           |  |
| 7 | OFF                                    | 0)           | PANET. |        | ONTROL | 7                |               | Opp              | 5.    | onim c  | uance.    |  |
|   | TABLE                                  | UPR          |        |        |        | OFF DON'T CHANGE |               |                  |       |         |           |  |
| 8 | OFF                                    | O            | N      | SCREEN |        | 8                |               | OFF DON'T CHANGE |       |         |           |  |
|   | TABLE                                  | UPRIGHT      |        |        |        |                  |               |                  |       |         |           |  |

TO CONTROL PANEL POWER SUPPLY TO SPEAKER To Com Door To MONITUR 4/2V 151 PRY START ACCELERATE GODUND 2 Arx START HON RED MUN GREEN MON BLUE | Takes NEG. COMP. SYNC SPEAKER Down RIBHT Bans Lerr COM 1 (2) દ્રેહ 3833 WHT/BLK/BRN WHT/RED WHT/BLK/BKN VIOLET WHT/OLK/BRN WHT/ORG WHT/BLK/BRN WHT/RED WHT/BLK/BRN WHT/BKN WAT/466 -ORANGE ~ WHT/BLU WHT/BLK WHINIO -WHT/KED WHT/624 GRAY GRAY BKW RED GRN BLU 18 PIN 2,8 18,V 1,A 8741114 8 6 1 1 0 24400 15 0 e C 10 PIN

TAGO ELECTRONICS ZOAR HARNESS

1 1982 DATA EAST USA, INC

T. DEL6400

ON COCKTAIL CABINET ARE IN () PARENTIESIS CORRESPONDING PINS FOR CONTROL PANEL Z

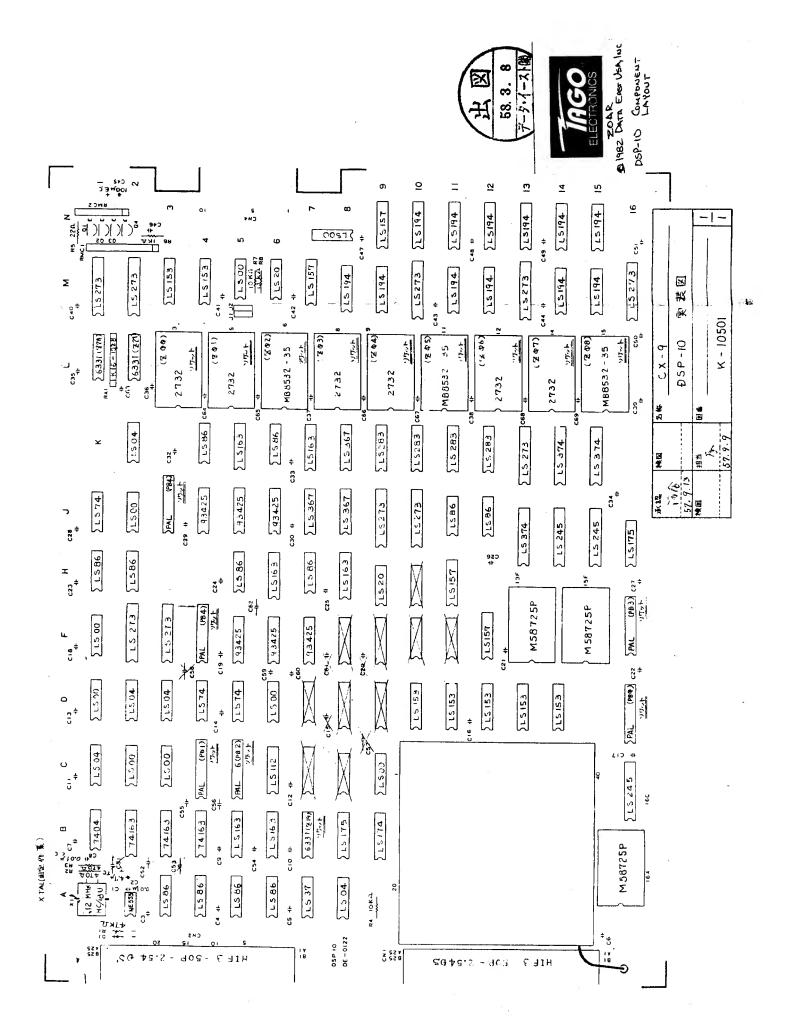
LETTERS SIDE OF CARD EDGE COMVECTIONS

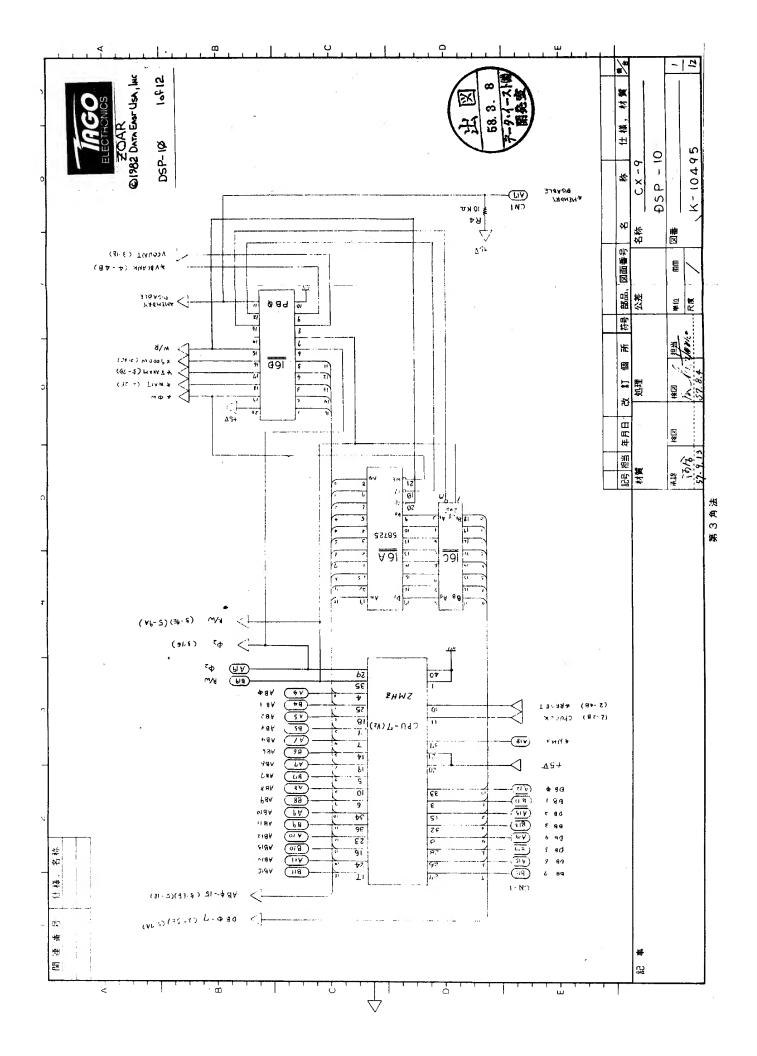
SOLDER SIDE OF PCB.

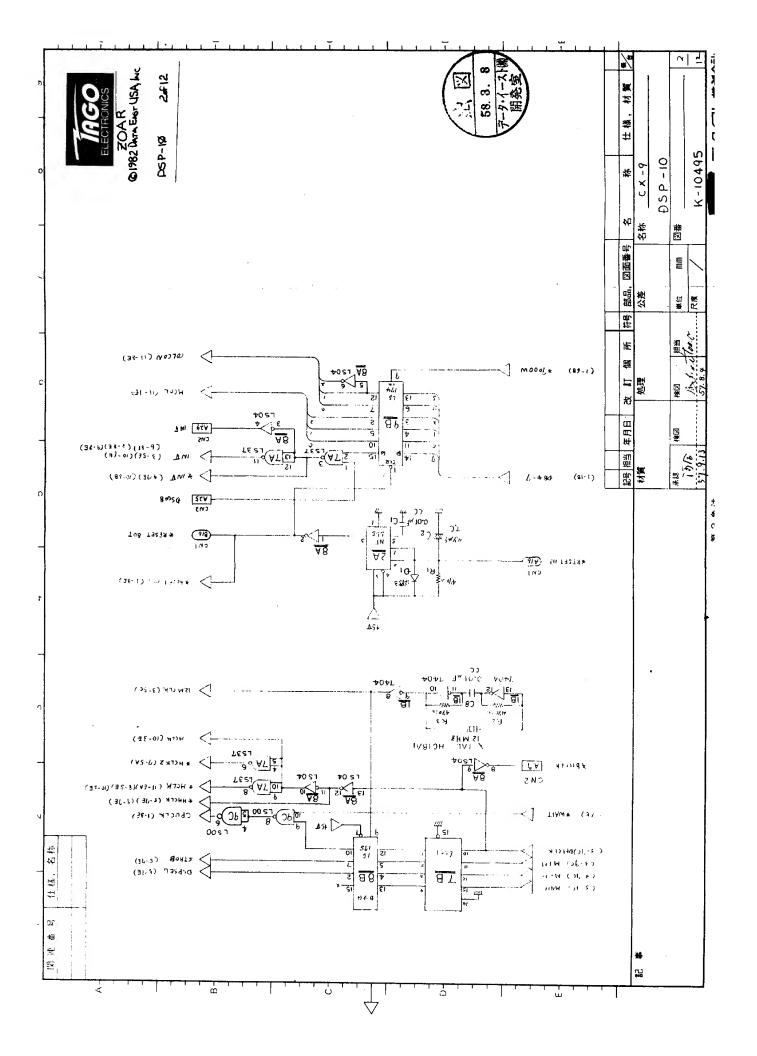
Go To

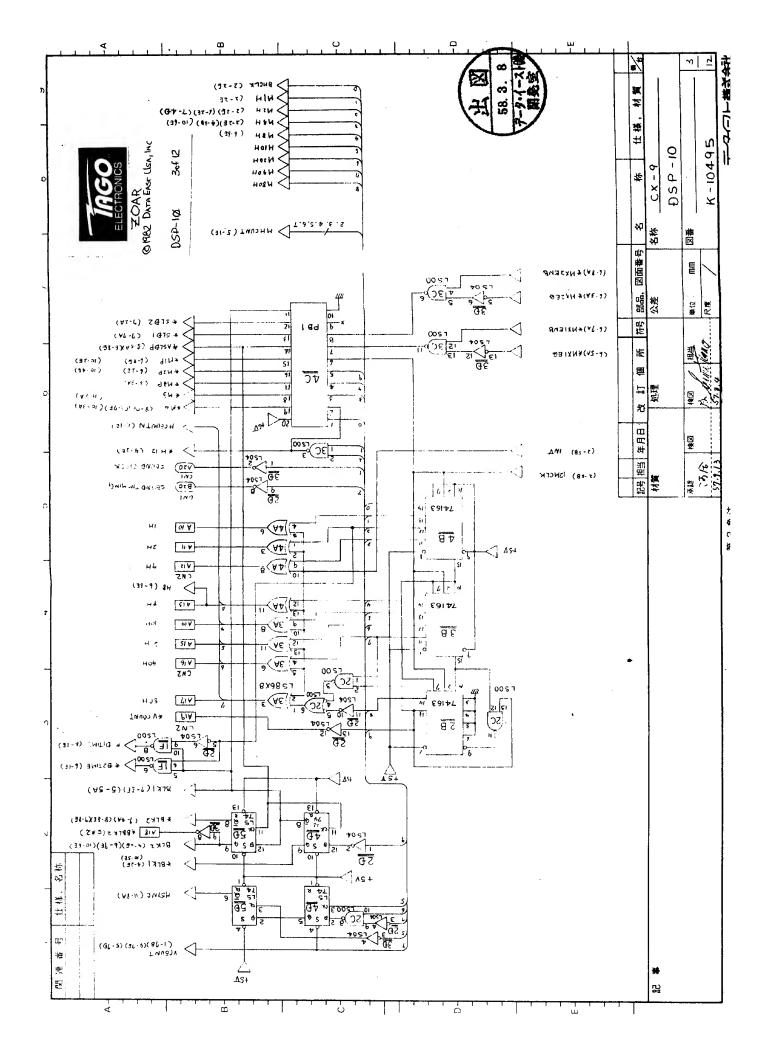
NOTE: NUMBERS SIDE OF CARD EDGE CONNECTORS GO TO COMPONENT SIDE OF PCB.

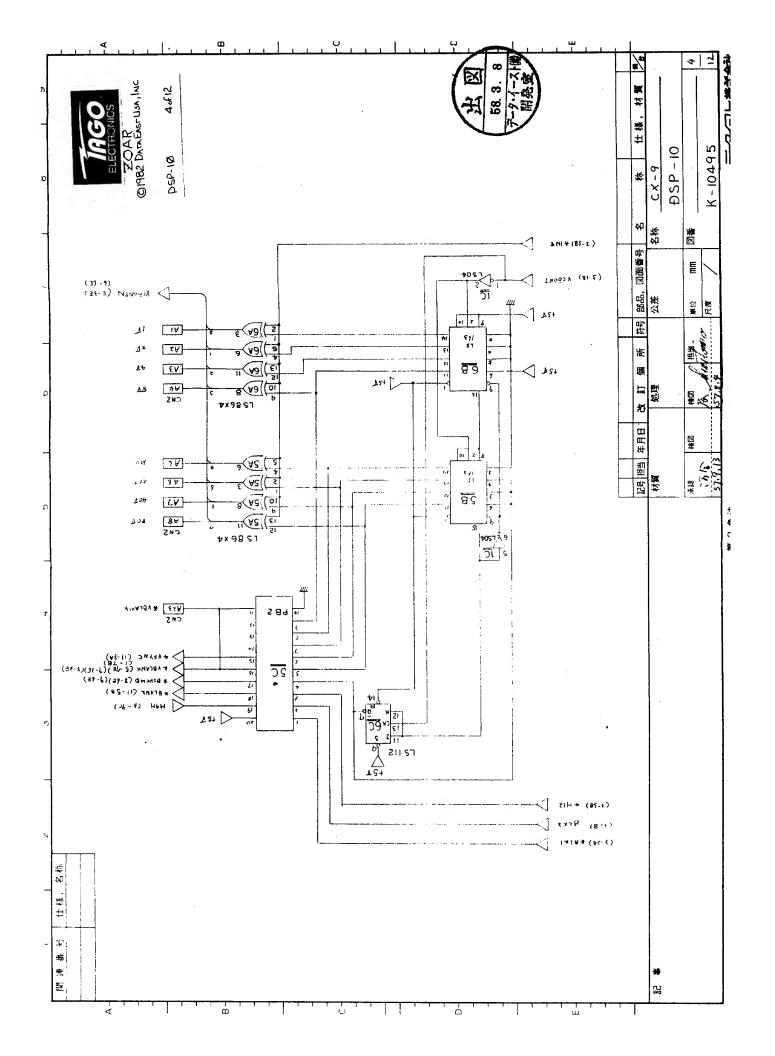
INABBI OR EQUIVALENT

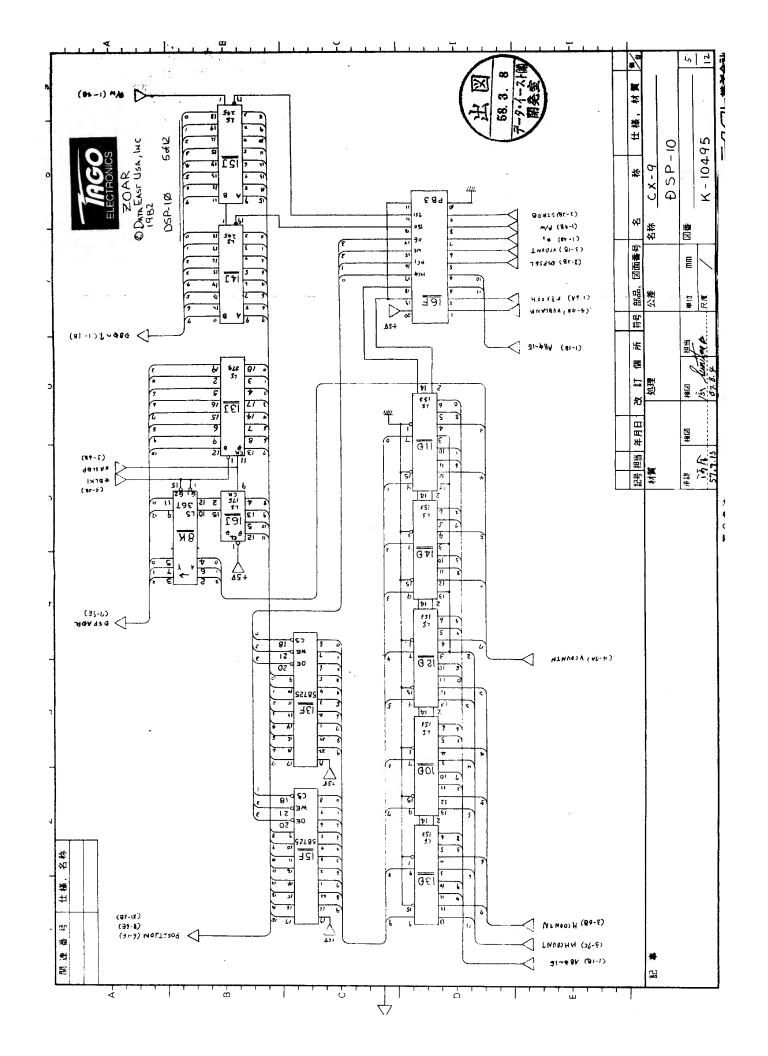


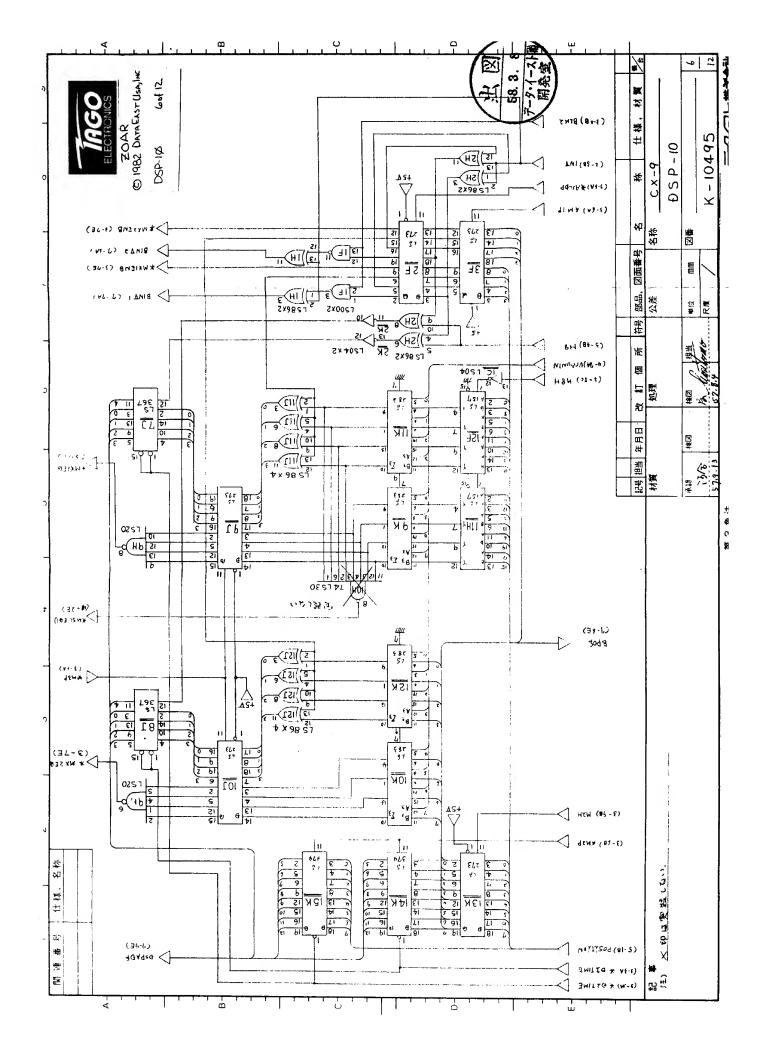


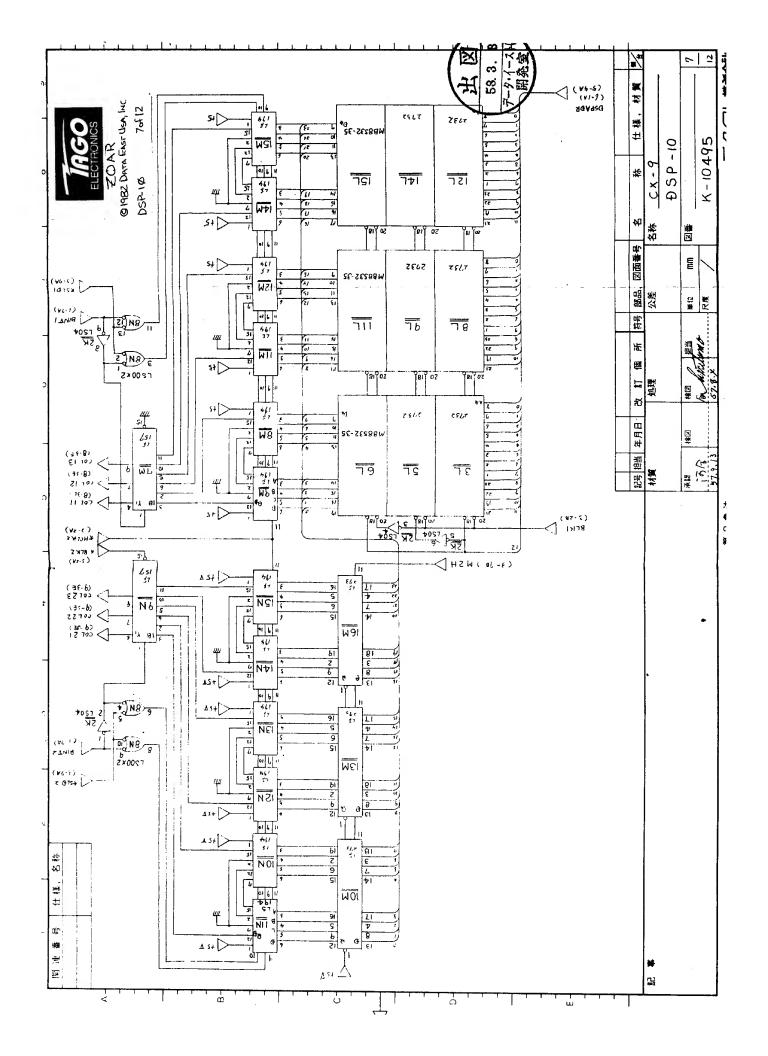


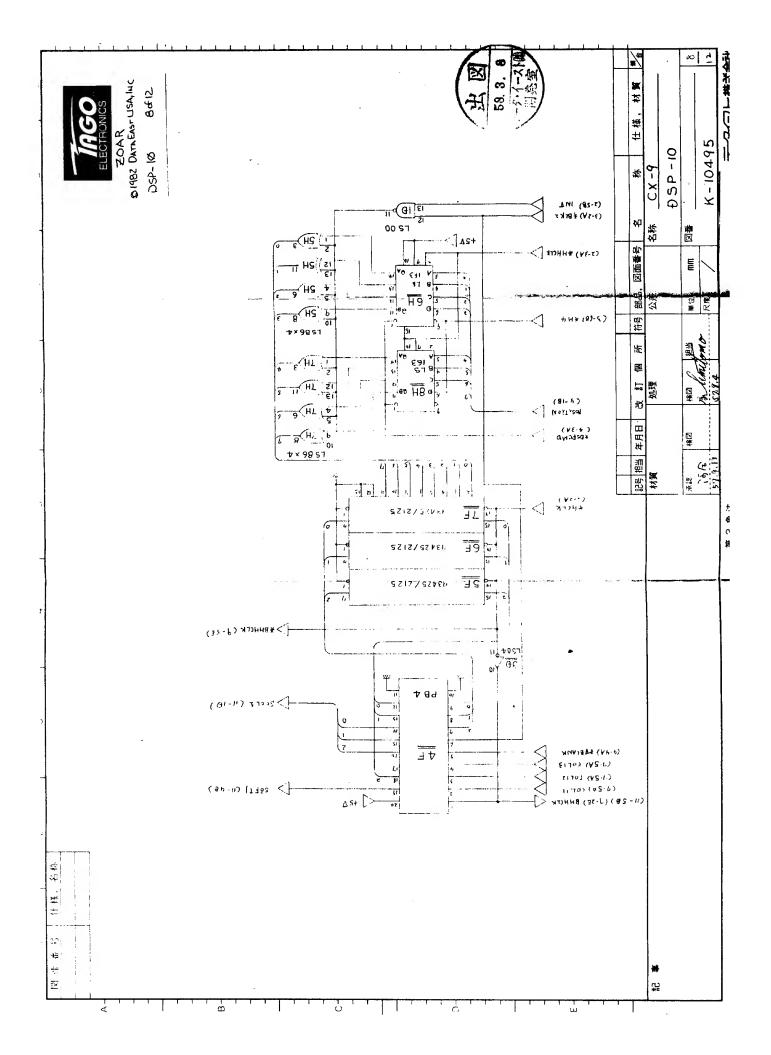


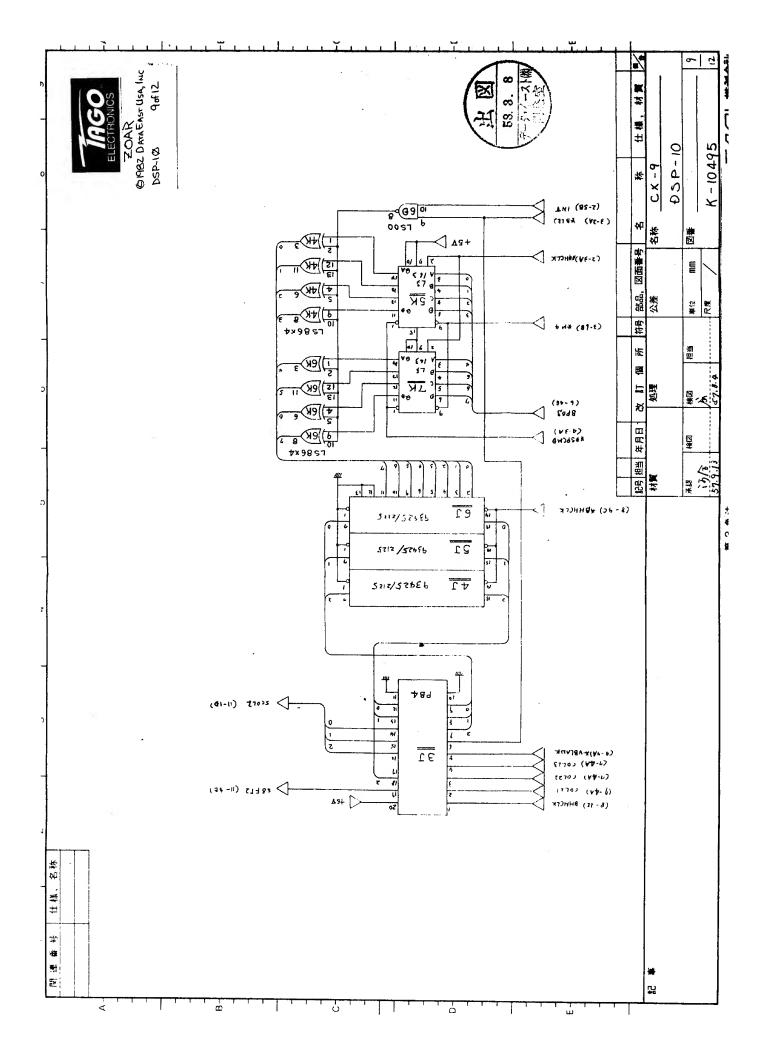


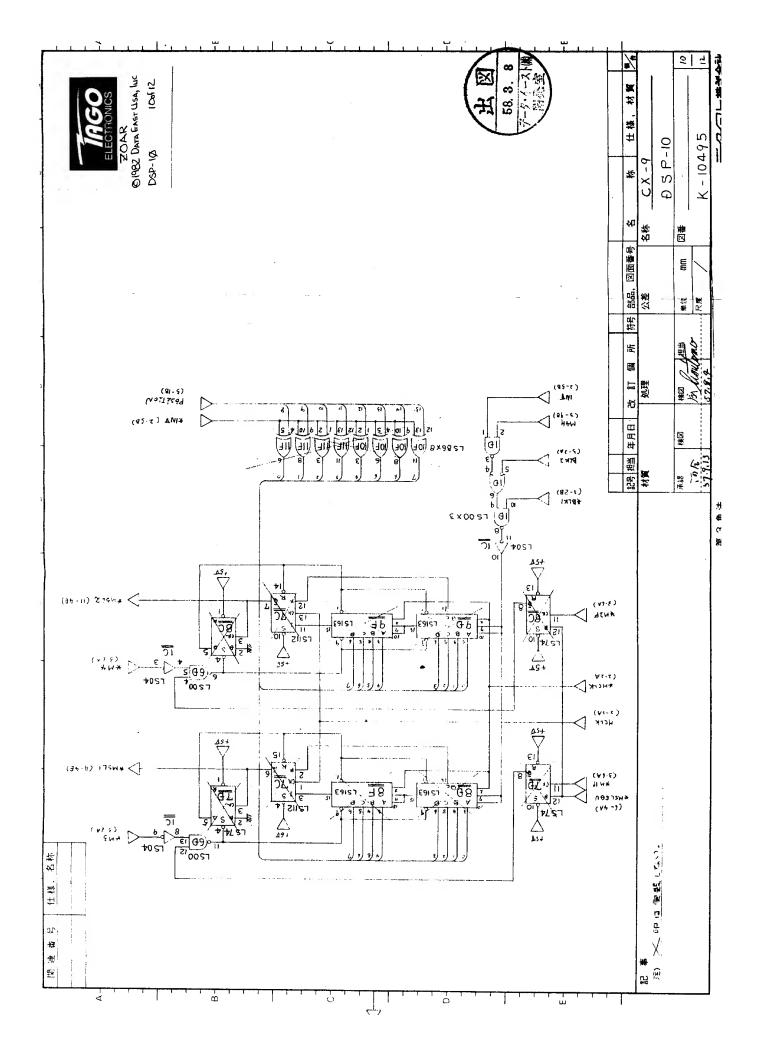


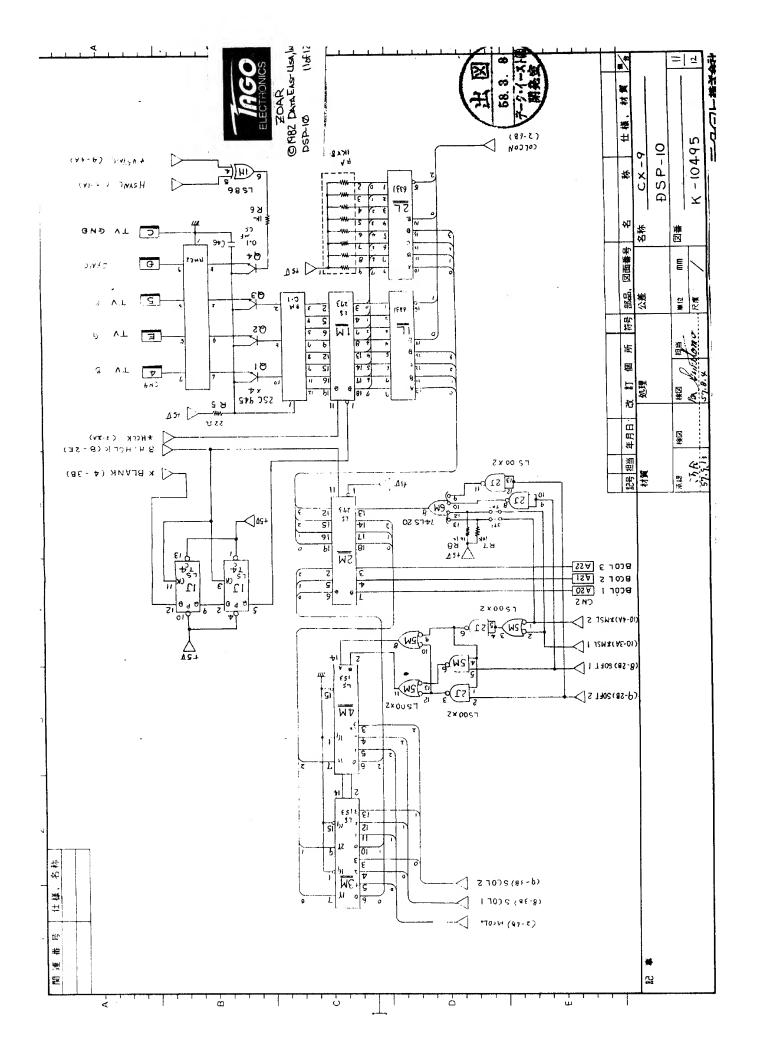


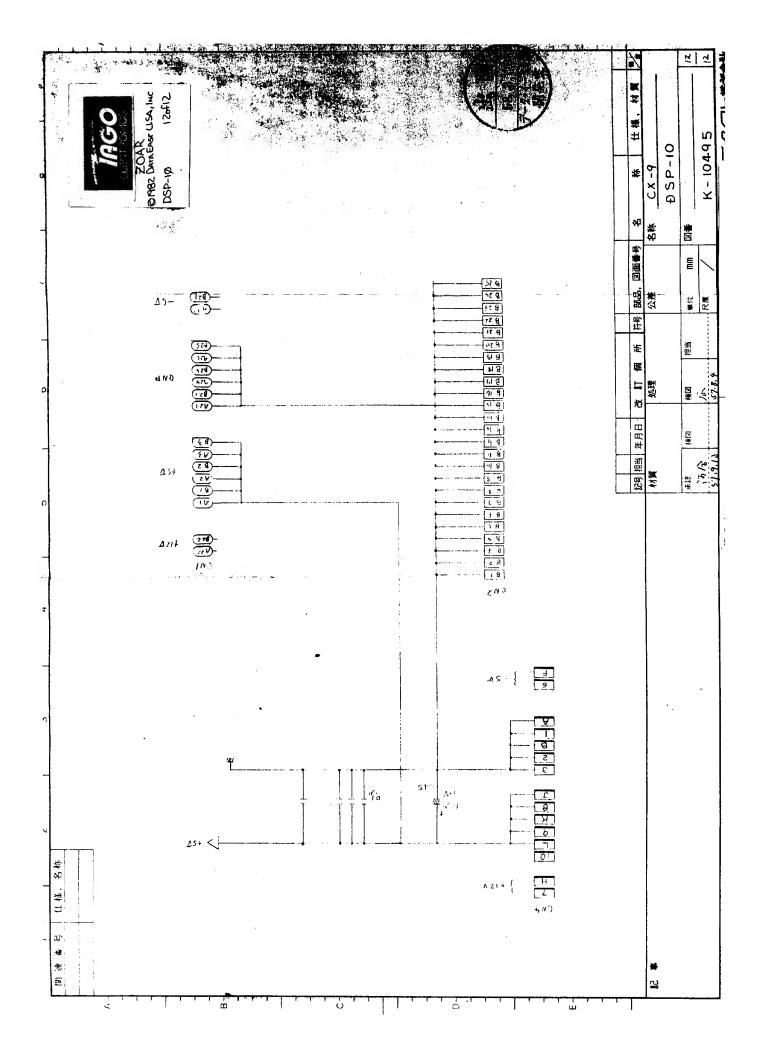


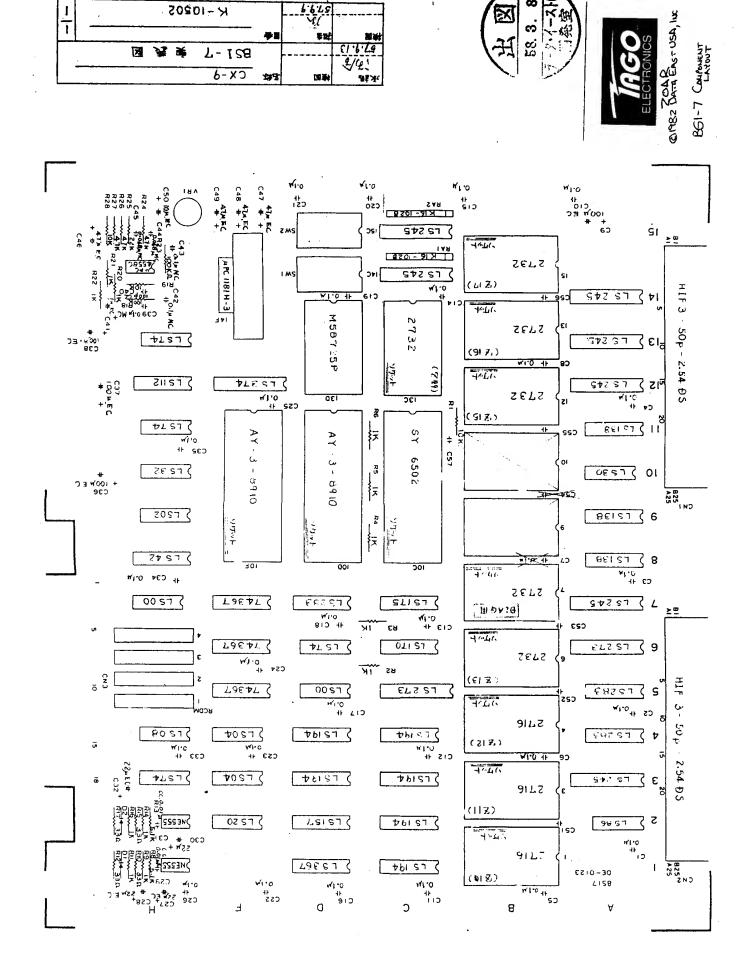












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